



MIGHT & MAGIC HEROES VI



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1 GETTING STARTED

1.1 System Requirements

Minimum Requirements

Supported OS: Windows® XP / Windows Vista® / Windows® 7 (only)

Processor: 2.0 GHz Intel® Core™2 Duo E4400 or 2.6 GHz AMD Athlon™ X2 5000+
(2.0 GHz Intel Core 2 Duo E6400 or 2.8 GHz AMD Athlon II X2 240 or higher recommended)

RAM: 1 GB Windows XP or 1.5 GB Windows Vista/7 (2 GB recommended)

Video Card: 512 MB DirectX® 9.0c-compatible or higher recommended (see supported list)*

Sound Card: DirectX 9.0-compliant sound card

Hard Drive Space: 8 GB

Peripherals Supported: Windows-compliant mouse and keyboard

***Supported Video Cards at Time of Release:**

NVIDIA® GeForce® 8600/9/200/400/500 series

ATI Radeon™ HD 2600/3000/4000/5000/6000 series

Laptop versions of these cards may work, but are not supported. These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

2 INSTALLATION

2.1 Installing Might & Magic® Heroes® VI

Insert the game disc into your DVD drive. If you have enabled the Autorun option, the game installation will start automatically. Otherwise, double-click on the DVD drive icon in the My Computer menu. Find Autorun.exe in the list of files and folders and double-click on it to start the installation process. Select Install to run the installation and follow the installation wizard guide to successfully install the game on your computer.

2.2 Uninstalling Might & Magic Heroes VI

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

3 GAME SETUP

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game.

3.1 Main Menu

After the game intro, the Main Menu screen will appear. Here you can access the game mode, your profile, the widgets, and the game options.



3.2 Single-Player Window

From this screen, you can start or continue your Campaign, load your saved games, launch a single-player scenario map, or play a multiplayer map against AI opponents.

You can switch between the Campaign and the Skirmish windows by clicking on the two tab buttons at the lower left corner of the Single-Player window.

3.3 Multiplayer Window

From this screen, you can create, continue, or join a Multiplayer map. You can also start a Hotseat map. You can switch between Create Multiplayer Game, Join Multiplayer Game, and the Classic Hotseat Game windows by clicking on the three tab buttons at the lower left corner of the Multiplayer window.

3.4 The Conflux

The Conflux is the online frame of the game. It appears as a Conflux Taskbar that includes the Conflux Widgets, the My Dynasty window, and the Altar of Wishes.

When you are connected to the Conflux, the Conflux Taskbar is always on the screen while in the Main Menu, but it is hidden by default during gameplay. Click on the Show/Hide the Conflux Taskbar button at the upper right corner to display it or hide it, even during gameplay.

The Online button located on the left side of the Show/Hide Conflux Taskbar button shows your online status: it is blue when you are connected and gray when you are not. Click on it to connect or disconnect from the Conflux.

3.4.1 The Conflux Widgets

The Conflux Widgets are only accessible online. They are basic tools to get information or get involved in the Might and Magic® Heroes® VI community.

They are located at the upper left part of the Conflux Taskbar. It consists of the Manage Widgets button and the shortcuts to the different Widgets. Press a Widget shortcut to toggle a Widget on/off.

To choose your Conflux Widgets, press the Manage Conflux Widgets button located at the top left corner of the Main Menu. Here you can individually turn Conflux Widgets on/off. Conflux Widgets will not appear on the Conflux Taskbar unless activated.

You can change the order of Widget shortcuts by using the drag-and-drop technique unless the Widget positions are locked (option available in the Manage Conflux Widgets window).

You can pin Conflux Widgets to display them on top of the game's HUD during gameplay while the Conflux Taskbar is hidden. This is especially useful to follow the game's chat conversation.

You can minimize all open widgets to the Conflux Taskbar by pressing the Minimize Widgets button located at the bottom right corner of the screen, next to the clock.

Here are the different Conflux Widgets that are available:

News: Check the latest official news in this widget.

Forum: Read the community's latest forum posts and write your own comments.

Friends: Manage your friends, view their online status, and initiate chat and games with them.

Chat: Chat with other online players in chat rooms or in private. Chat rooms are automatically created for multiplayer games.

Skype: Chat with your Skype contacts directly from the game.

Leaderboards: Compare your score with your friends or all players.

Notes: Create your own notes and save them online.

Uplay: Follow your Uplay Actions and Rewards.

3.4.2 My Dynasty Window

The My Dynasty window is only accessible when you play online. It sums up your player details as well as your dynasty info. You can switch between My Dynasty Online Profile, My Dynasty Heroes, My Dynasty Bestiary, and My Dynasty Achievement windows by clicking on the four tab buttons at the lower left corner of the My Dynasty window.

3.4.2.1 My Dynasty Online Profile

In the My Dynasty Online Profile window you can view and customize your Player and Dynasty Details as well as view your latest stats and records.

Under Player Details you see or can change the following:

Profile Portrait: You can select from the default portraits and purchase new ones in the Altar of Wishes for Dynasty Tokens.

Username: Displays your profile name.

Title: You can purchase titles in the Altar of Wishes for Dynasty Tokens.

Under Dynasty Details you see the following:

- Dynasty Rank
- Dynasty Tokens
- Dynasty Experience Points

In the Favorite Hero section you can select a hero from your Dynasty to showcase to other players.

In the Favorite Achievements section you can select a maximum of four Achievements to showcase to other players and also display the latest unlocked Achievements.

In the Recent Games section you can see information about and results of your latest Single-Player and Multiplayer games.

In the Player Statistics section you can see your statistics in Single-Player and in Multiplayer.

3.4.2.2 *My Dynasty Heroes*

The Dynasty Heroes window displays all the heroes of your Dynasty and enables you to create new ones and customize existing ones.

In the upper part you can see your pre-set and custom-created Campaign Heroes. Note that only heroes with whom you have successfully completed the corresponding faction campaign appear here.

You can play Custom Single-Player and Multiplayer games with any of these heroes.

(Unlocked Unique Heroes have a blue frame, while Unlocked Campaign Heroes have a yellow frame).

Left-clicking on any of the hero portraits opens the hero panel where you have the following options:

Delete Hero (only for heroes from the lower list): Left-clicking on this button removes the hero from your Dynasty Heroes permanently.

Skirmish: Left-clicking on this button opens the Custom Single-Player window.

Multiplayer: Left-clicking on this button opens the Multiplayer window.

View Hero Background: Left-clicking on this button opens the Hero Background window.

You can switch between Info, Dynasty Weapons, Dynasty Traits, and Abilities by clicking on the four tab buttons in the middle of the Dynasty Heroes window.

The Info section shows you the 3D models, the background story, the statistics, and the reputation of the selected hero. The hero can be selected in the upper part of the window.

In the Dynasty Weapon section you can view the Dynasty Weapons of your Dynasty Heroes and equip your heroes with them. First select a Hero at the upper part of the window, then select a Dynasty Weapon to equip your hero.

In the Dynasty Trait section you can view the Dynasty Traits of your Dynasty Heroes, and equip your heroes with them. You can select your Dynasty Traits for the heroes' Dynasty Trait slots.

You will also be able to change your Dynasty Traits between each map (not available for the Tutorial map).

In the Abilities section you can view a hero's ability tree. You can also simulate ability tree templates.

3.4.2.3 *My Dynasty Bestiary*

Here you will be able to view all the information on the different creatures you have encountered while wandering on Ashan.

3.4.2.4 *My Dynasty Achievements*

Here you will be able to view all the Dynasty Achievements in the game. You will also be able to view your progress, the different objectives for each Dynasty Achievement, and the Dynasty Tokens that you will earn for each Dynasty Achievement unlocked.

3.4.3 *The Altar of Wishes*

The Altar of Wishes is only accessible when playing online. Here you will be able to use your Dynasty Tokens earned by completing Dynasty Achievements, to unlock bonuses such as Dynasty Traits, Dynasty Weapons, and new Player Profile Portraits. Accessing new Dynasty Ranks will make new bonuses available in the Altar of Wishes!

3.5 Load Game

To load a saved game, select it from the saved games list. You can check the details of the selected saved game at the top of the window. After selecting the game, you can either load or delete it from your computer.

3.6 Options

The Game Options are accessible through the Options menu. In the Main Menu, it can be opened by clicking the Options button in the Menu pop-up window. In the game, it can be opened by pressing the Options button at the lower right corner of the screen.

You can access four different sections: Video, Audio, Gameplay, and Hotkeys.

Each Option tab contains a Default and an Apply Changes button. Pressing the Default button resets all settings on the given tab to Default. Pressing the Apply Settings button will apply the setting. The game will need to be restarted in order for some settings to take effect.

4 BASIC CONTROLS

4.1 Mouse Controls

You will mainly be using the right mouse button to control your hero and interact with your environment and the UI. You will also be able to display tooltips that give you information by using your left mouse button on the game elements and interface.

On the Adventure map you will be able to scroll the map by either moving the cursor to the edge of the screen, or moving the mouse while pressing the middle mouse button.

You can zoom in/out on the Adventure map and in battles with the mouse wheel.

4.2 Keyboard Shortcuts

Many actions in the game are linked to keyboard shortcuts. You can view and customize your shortcuts in the Options menu under the Hotkeys tab.

Rotate the camera by pressing the Delete or Page Down buttons on your keyboard.

You can reset your camera position, zoom, and rotation to its default state by pressing the End button on your keyboard.

5 ADVENTURE MAP

5.1 Adventure Map Main Interface



5.1.1Mini-Map

The mini-map is a small representation of the whole adventure map. A small trapezoid shows where the camera is looking on the adventure map. Icons on the mini-map show the location of heroes, towns, forts, mines, and dwellings. There are three buttons on the mini-map:

- 1. **Toggle Underground/Surface:** Switches the map between underground and surface views.
- 2. **Toggle Area Control:** Switches the Area Control frames on/off on the mini-map.
- 3. **Kingdom Overview:** Opens the kingdom overview window.



5.1.2 Kingdom Overview

The Kingdom Overview window has two tabs. The first tab shows a bigger picture of the adventure map with icons that can be toggled on/off with controls on the right side of the window. On the bottom, you can see the resource production of your kingdom. The second tab shows how many creatures are produced per week and lists your heroes, towns, and forts with their army.



5.1.3..... Hero Icons

The icons of the heroes you currently control appear at the bottom of the screen, next to the mini-map. You can select your hero by clicking once on its icon or open the Hero window by double-clicking on it.

5.1.4..... Command Panel

Here you have the following options:

End Turn: End the current turn. Weekdays are highlighted in blue around the button.

Quest Info: Open the Quest window.

Spellbook: Open the selected hero's Spellbook.

Continue/Move: Walk the selected hero along the plotted course. If no destination is set to the selected hero, this button is inactive.

Options: From this screen you can save and load games, change the game and hardware configuration, restart the map, and exit to the Main Menu or to the OS.



5.2 Spellbook Window

Click on the Spellbook button to open the Spellbook. This button is available both on the adventure map and during combats. The primary function of the Spellbook window is using active abilities, but you can also see your passive abilities.

5.3 Custom Button Slots

Some windows have a special icon on their upper left corner called the Custom button. These buttons can be dragged to empty slots on the user interface. They can be used as quick access to those windows. Spells can also be dragged to these empty slots.

6 ADVENTURE MAP GAMEPLAY

Your experience within the world of Heroes will begin on the adventure map. The events that occur there correspond to the game's strategic level. This is where the parties develop territories, gather resources, and interact with various objects, neutral units, and each other. The adventure screen shows where the current mission's events are taking place. You can see the terrain within your hero's field of vision. The rest of the territories are covered by a "fog of war" and are not shown on the map. Most maps also include an underground level, which you can access through specific buildings.

6.1 Quests and Objectives

Quests and Objectives are given at the beginning of the mission and new ones may be added during the missions, depending on events and situations. You must complete all primary Quests and Objectives in order to complete a mission.

6.1.1 Towns

When you build a creature building in town, some creatures are added to your Garrison. After that, the building produces creatures that become available in your creature pool at the beginning of each week. You can hire a creature from the creature pool if the appropriate creature building is built in the town.

6.1.2 Forts

Forts are lower versions of towns. They serve as area control points, just like towns, and they provide fortification against attackers. You can hire creatures in forts, provided there are adventure map dwellings attached to them, but you cannot build any buildings in forts.

6.1.3 Dwellings

A dwelling you own produces creatures in the creature pool at the beginning of each week. There are three types of dwelling per faction: the Core dwelling that produces all three core creatures, the Elite dwelling that produces all three elite creatures, and the Champion dwelling that produces champion creatures.

6.1.4 Creature Pool

Whenever a creature is produced in your town or adventure map dwellings, it is put into the creature pool. They belong to your kingdom, meaning that when you lose a town or dwelling, you do not lose your creatures... just like resources! The creature pool can be accessed from towns and forts with some restrictions. You can view your weekly production of creatures in the Kingdom Overview.

6.2 Travelling

6.2.1 Routes

To set your hero's route, click on the desired destination or object with the left mouse button. If the hero can reach it, a dotted line route will appear. Confirm your destination by clicking on the same spot again. If the only way to the destination is through an enemy, the route will be plotted in red from the point where a battle will commence. Each hero has Movement Points to spend per day. If the destination is out of the hero's range, the dots outside of the range will appear in white.

6.2.2 Terrain and Speed

On dry land, the traveling speed (distance that the hero and his army are able to cover in a day) depends on several factors:

- **Terrain Type:** Paved roads enable fast traveling. Across unpaved areas, the speed depends on the terrain. Some terrains are hard to cross, some terrains are easy. This is represented by the Movement Point cost to step on the adventure map square. When you set your hero's route, the one with the lowest Movement Point cost will be chosen.
- There are adventure map objects and abilities that give a Movement Point bonus to the hero such as the stables, the lighthouse, or Pathfinder abilities.
- Heroes without an army spend less Movement Points, but they cannot go through enemy creatures or heroes.

Rivers can usually be waded through if a path leads down to the water. Deep bodies of water (lakes and seas) can only be traveled by a Sanctuary hero or a ship. Ships can be built only at shipyards. There are special abilities that can make your hero walk on water.

6.3 Calendar and Time

6.3.1 In-Game Time

On the adventure map, one turn takes one day. When all your heroes have achieved all their objectives or exhausted their Movement Points, your turn is over. When all the players on the map have finished their turns, a new day begins.

When each week starts, the new creatures' drill is completed in the town buildings and adventure map dwellings, and they become available for enlistment.

6.3.2 Week Of...

There are special weeks in Ashan that affect your adventures. There are weeks that increase creature production, increase spell effectiveness, decrease movement cost on water, and so on. The order of these weeks is set, but the starting week of a game is random.

6.4 Resources

There are four types of resources (Wood, Ore, Crystals, and Gold) that can be gathered by capturing mines on the adventure map. Mines produce resources each day. Gold, wood, and ore are universal resources. Crystals are rare resources, required for erecting powerful buildings and for hiring the most powerful creatures. There are several other ways to get resources.

- The main town building produces gold each day. You can also use the Marketplace building in your town to trade resources. The more Marketplaces you own, the cheaper the exchange rates are.
- **Unique Resources:** When exploring the adventure map, you will find chests and heaps of resources that you can pick up.

6.5 Control Area

6.5.1 *How Control Areas Work*

Each area contains one Control Point. It can be either a town or a fort. When you capture a Control Point, you gain control over mines and dwellings in the area, according to the following rules:

- You gain control over all non-neutral mines and dwellings in the Area automatically.
- Other Players' Heroes can capture mines or dwellings in your Area. These Heroes, however, must stay at the entrance of the building to own it. As soon as this Hero leaves the controlled building, it will be controlled by you again.
- When a neutral mine is captured in an area that is owned by a player, then it becomes attached to the Control Point.
- If an Area is neutral (the Control Point is neutral), captured mines and dwellings will not change back to neutral when left. You will own them until someone captures the Control Point.
- Each building that is part of the control area system has a mark above them pointing towards the Control Point.

6.5.2 *Benefits of Controlling an Area*

Controlling an Area has specific benefits:

- Heroes of the owner spend less Movement Points when moving in the Area.
- Some unique buildings built in the town have effects that impact the whole town area. The effect depends on the unique building.

6.5.3 *Areas Without Control Points*

Some locations on adventure maps can exist without control areas. If you capture a mine or dwelling in one of these locations, you own it until someone captures it.

6.6 Buildings

On the adventure map, heroes can interact with various buildings. Some of them can only be visited once a week and some of them can be captured. A seized building has the player's emblem on it.

6.7 Individual Items

On the adventure map, you can find heaps of resources as well as artifacts and chests.

6.7.1 *Artifacts*

6.7.1.1 *Generic Artifacts*

Artifacts are powerful pieces of equipment the heroes can use. When equipped, they have special effects like increasing a hero's attributes. Generic artifacts are categorized in three levels:

- Minor artifacts are the weakest among all artifacts.
- Major artifacts are stronger in power.
- Relic artifacts are the strongest generic artifacts.

6.7.1.2 *Set Artifacts*

Some generic artifacts are part of a set. When two artifacts from the same set are equipped, a special effect called the set bonus is applied to the hero. Each additional artifact adds a new set bonus. Set items are carried over with your Avatars through campaigns.

6.7.1.3 *Dynasty Weapons*

Dynasty Weapons are rare, special, very powerful artifacts. Unlike generic artifacts, Dynasty Weapons are bound to your Dynasty. When you find a Dynasty Weapon, they can be located in your Dynasty Heroes window under the Dynasty Weapons tab. All the Heroes of your Dynasty can equip these artifacts.

Dynasty Weapons gain experience when their users gain experience. When a Dynasty Weapon gains enough experience it levels up and a new bonus becomes available. Most Dynasty Weapons can earn an active ability that their wearers can use in combat.

6.7.2 *Potions and Scrolls*

Potions and Scrolls can be found on the adventure map and used in combat. Potions replenish the hero's Mana and Scrolls are the same as other abilities with two differences: when used, they disappear from your inventory and Spellbook and their use does not cost any Mana.

6.7.3 *The Tears of Asha*

The Tears of Asha is an artifact that is needed to erect a special building in one of your towns. There are several ways of finding the Tears of Asha. Once obtained, the Tears of Asha is to be brought to a town under the player's control. The town must have a Capitol built to be able to build the Tears of Asha building.

7 HERO MANAGEMENT

7.1 Hero Window

Double-click on the hero icon to open this window. Here you can view your hero's stats, equip artifacts, manage your army, and choose your reputation.



7.1.1 Reputation

This shows the progress of your hero in the two available paths: the path of the Dragon Blood and the path of the Dragon Tears. These paths represent the various actions of heroes that influence their reputation in Ashan's world.

When enough Reputation Points in either Blood or Tears are earned, the player will be allowed to change their class to get an avatar of that respective reputation. Changing the class of a hero can be performed in any town. As soon as a hero changes its class, it is permanent and cannot be undone in the same game or campaign. Being an avatar with a reputation will grant the hero the following bonuses:

- One hero ability unique to his/her class and reputation.
- One more powerful hero ability unique to his/her class and reputation.
- Power bonus to hero abilities of the hero's current reputation.

Heroes are considered neutral to the two reputations before changing class. Neutral heroes are also granted a unique ability of their class. Neutral abilities are also kept when the hero changes class.

7.2 Dynasty Bonuses

You can access this window thanks to the tabs that are at the bottom left of your Hero window. When playing online, you will be able to view your equipped Dynasty Traits and equip a Dynasty Weapon.

7.2.1 Dynasty Traits

Dynasty Traits used for the game are displayed on the top part of the Dynasty Panel. Move the mouse over their icon to learn more about them.

Please note that certain Dynasty Traits may not affect the currently viewed hero since they mostly benefit the player, and not individual heroes.

7.2.2 Dynasty Weapons

The lower part of the Dynasty Panel holds all the Dynasty Weapons that are unlocked for you.

Dynasty Weapons are equipped like normal artifacts. To replace a Dynasty Weapon, drag another Dynasty Weapon upon the current weapon.

7.3 Ability Tree Panel

7.3.1 Might Abilities

Might abilities are displayed in five categories and three tiers.

Tier 1 abilities are found in the top row, Tier 2 abilities in the middle row, and Tier 3 abilities in the bottom row. The Tier 3 Might abilities are not available to heroes of Magic affinity.

7.3.2 Magic Abilities

The Magic abilities are grouped into magic schools.

There are seven magic schools. Some of the schools may not be available to all factions. The Tier 3 Magic abilities are not available to heroes of Might affinity.

7.3.3 Heroic Abilities

The Heroic abilities tab displays various special abilities of the hero.

7.3.3.1 Faction Abilities

Faction abilities depend on the faction of the hero. They have four ranks which are increasingly powerful and are cast by the hero:

Rank 2: Unlocked at level 10

Rank 3: Unlocked at level 20

Rank 4: Unlocked at level 30

7.3.3.2 Heroic Strike

Each hero has a Heroic Strike unique to his/her faction. Move the mouse over the Heroic Strike's icon to learn more about the ability.

Please see the Heroic Strike section below for more information on Heroic Strikes.

7.3.3.3 Specialization

This ability is present for the hero at level 1 and it is selected when creating the hero.

7.3.3.4 *Reputation Abilities*

Reputation Abilities are unique both to the faction and affinity of the hero. The first one is gained at level 1 when the hero is still neutral. The second ability requires the hero to change class to be an avatar of Blood or Tears and a respective ability is gained. The third ability is more powerful and is unlocked when the hero reaches the maximum reputation of his/her choice.

7.3.4 *Respecialize Button*

Heroes gain the ability to reset their abilities after changing class. This is a one-time opportunity that can be delayed but is never regained.

Press the Respecialize button to unlearn all abilities of the hero located on the Might tab and the Magic tab. Regained ability points can be used to learn different abilities.

7.4 Exchange Window

When two of your heroes meet they can exchange artifacts and armies. Click on the target hero to open an Exchange window.

Allied heroes may also meet each other in multiplayer games but they are not allowed to take any of the other hero's artifacts or creatures.

8 TOWN SCREEN

8.1 Town Window

The Town window contains various tabs for each of its functions. These tabs appear on the lower part of the town window.



The town screen contains the graphical representation of your town and below that you can see the town's army and the hero with his or her army who is visiting the town.

The upper row contains the garrison slots and the lower row contains the visiting slots. Heroes can be relocated (from the garrison to the visiting slot and back) with their troops. To do so, drag the hero's portrait to the new location.

Hero panels allow heroes to exchange troops by moving units from the garrison to the visitor's army and back, as well as to split, combine, and redistribute troops.

8.2 Town / Fort Selector

The Town / Fort Selector appears above the mini-map, on the left side of the town window. This panel allows you to quickly change the viewed town. Click on the icon of another town or fort to select it. There is a small icon on the pictures of the towns that shows if you can build in the town or not.

8.3 Buildings

The opportunities the town offers to heroes are provided for by the buildings it contains. Planning the construction of a new building and upgrading existing ones cleverly increases your heroes' chances to win the entire mission.

In the Town window, click on the Town Tree tab button to access the Town Tree interface. The Town Tree shows the order in which buildings can be erected. The building description and the required conditions needed to erect it are shown in the tool tip.

8.3.1 Faction Unique Buildings

Each faction has four different faction unique buildings. You can build only two of them in a town. They offer different strategies so choose wisely! Some of the faction unique buildings have an interface in the town, their tabs appear among the other tabs of the town window.

8.3.2 Tears of Asha

The Tears of Asha is an artifact that is needed to erect a special building in one of your towns. There are several ways of finding the Tears of Asha; one of them is by defeating a boss. Once obtained, the Tears of Asha is to be brought to a town under the player's control. The town must have a Capitol built to be able to build the Tears of Asha building.

8.4 Hiring Creatures

Click on the Hire Creatures tab button to recruit creatures. The Hire Creatures window shows the creatures that are available for recruitment in the top row. If you want to hire creatures from another faction, click on the faction symbol above them. The digits below the creature portraits indicate the number of creatures that are currently available in the creature pool.



8.4.1 Upgrading Creatures

You can also upgrade creatures in the Hire Creatures window. If a creature in the visiting or garrison slots can be upgraded, a small Up arrow appears on its portrait. Click on the portrait of the creature and the upgrade panel appears.

9 BATTLE

When you fight, your aim is to eliminate the last standing creature in your opponent's army or, at least, inflict such a shattering injury to their army that they will be compelled to flee.

9.1 Starting a Battle

The combat starts with a tactical phase, if your hero has the Tactics 1 ability. After arranging the stacks, you begin fighting the enemy. The hero who loses the battle may die or flee. The winner gains experience as well as the artifacts of the fallen enemy.

9.2 Tactical Phase

Before each battle, you will have the opportunity to arrange your stacks on your part of the battlefield, only if your hero has the Tactics 1 ability. In this phase, the army bar will appear, showing your reserves: Unused creatures are displayed normally, and the creatures that are already on the battlefield are grayed out. To arrange the stacks, simply drag and drop them onto the battlefield or the army bar.

9.2.1 *Command Panel*

Auto Place: All creatures will be automatically arranged on the battlefield.

Options: Brings up the in-game Options menu.

Flee: You can choose either to retreat from the battlefield, losing a percentage of your army, or to reload the adventure map before you attacked the enemy. Retreated heroes go back to the Hall of Heroes and you can hire them again for a price. Note that Reload is available only in Single-Player mode and only if you are the attacker.



9.3 Combat Screen

When combat starts, the Combat screen will appear, showing the arena where the fight will take place. On this screen, the attacking army is displayed on the left.



9.3.1Action Bar

The battle consists of turns and all creatures can act once in a turn. Their order depends on their Initiative attribute: the higher the Initiative, the faster a creature comes.

At the bottom of the screen is the Action Bar, with the current creature to be played displayed in the bigger square on the left. During the battle, you will play your stacks in the order indicated by the Action Bar, from the left to the right. The active creature, in addition to attacking or using an ability, can also defend or wait.

However, this queue will evolve during battle. The simplest case is when a stack is eliminated and leaves all the positions it had in the queue. Certain spells can modify the initiative value of a stack, thus making it move forward or backward in the queue. The spell-affected stack will then move forward or backward in the bar.

The order of creatures in the next turn is also shown on the Action Bar. When a creature acts, its portrait moves to the end of the queue and becomes grayscale.

The number in the lower part of a creature's portrait shows how many creatures there are in a stack. If this number drops to zero, the creature stack dies. The background color of this number corresponds to the party's color.

Small icons can appear in the corners of the creature portraits:

Arrows at the top left corner show if a creature is affected by positive, negative, or both positive and negative abilities.

A skip turn icon appears at the top right corner showing the creature has an effect that makes it skip its turn.

At the lower left corner an icon appears if the creature is under an effect that makes it switch sides.

There are two icons that can appear at the lower right corner: one that shows the stack is summoned and one that shows the creature is gated.

9.3.2Custom Button Slots

Spells from the Spellbook can be dragged to empty slots on the user interface. They can be used as quick access to those spells so you don't have to open the Spellbook to use them.

9.4 Combat Rules

9.4.1 Damage Rules

The overall damage suffered by an attack is the sum of damages inflicted by each of the creatures in the attacking stack. The inflicted damage is determined randomly within the damage range of the stack. The damage inflicted by the stack equals to a random number between the minimum damage multiplied with creature count and the maximum damage multiplied with creature count.

The damage is applied to the target according to the following scheme: Imagine the stack of creatures positioned in one rank. If the inflicted damage is greater than the first creature's hit points, the creature who takes it dies, and the remaining damage is given to the next creature, and so on.

In the end, either a creature in the stack is killed or a creature suffers the amount of damage which is smaller than its hit points and remains wounded. This creature's hit points appear in the tool tip of the stack.

The estimated result of an attack is shown next to the cursor. It takes into account the target's resistance and various creature and hero abilities that will be executed with 100% probability. Any ability with probability less than 100% (like Luck) are not included in damage estimates.

9.4.2 Defend / Wait

Sometimes you may wish to skip your turn, waiting for a better time to attack. In this case, you can use the Defend button to tell the stack to assume a defensive position, or use the Wait button to delay its action to the end of the actual combat turn.

If defense is activated, the stack's might and magic resistance values are increased until his next action.

Wait makes the creature come last in the current turn. If there are multiple creatures waiting, their order is reversed; the creature with the lowest Initiative comes first.

9.4.3 Retaliation

Most of the creatures have the ability to automatically counter-attack an enemy who has just attacked them. This is called retaliation. As a rule, a retaliation can only be performed once per a combat turn and only in melee combat. There are several exceptions to this rule, due to creatures' special abilities.

9.4.4 Activate Special Ability

This command is only available to creatures that have special abilities. Click on the button of the special ability above the creature's Defend and Wait buttons.

A special ability can be triggered automatically after activating it or require you to specify a target. Right-click to cancel the use of a special ability. Special abilities sometimes end the creature's action for the actual combat turn.

Special abilities can have cooldowns or charges. A cooldown of two turns makes the ability inactive for the next turn after it is used. A special ability with two charges can be used only two times in a combat.

9.4.5 Healing Rules

When a stack is healed, the first creature is healed, then, if there is still healing power left, one killed creature is resurrected and healed, and so on. The total amount of creatures after healing cannot exceed the stack's original count. After combat, all wounded creatures fully restore their hit points.

9.4.6 Luck and Morale

The Luck attribute determines a creature's chance to inflict +50% damage at each regular strike. The heroes' Destiny attribute is directly added to their creatures' Luck. The Luck value of a creature can also possess negative values. In this case the creatures' damage is decreased by 50%.

Creatures with good Morale have the option to act twice in the same turn. Creatures' movement and damage is reduced by 50% for their second (Morale) move.

Creatures with bad Morale have the option to skip their turn.

9.4.7 Obstacles Providing Cover

Some of the obstacles on combat maps function as cover; creatures with ranged attacks suffer an attack malus when they shoot at creatures that are right behind cover (either horizontal, vertical, or diagonal) depending on the line of sight of the attacking creature.

Siege elements (walls, gates, and towers) are exceptions to this rule; they provide a siege penalty even when the creatures behind them are farther on.

9.4.8 Managing Catapults

Catapults operate independently and select their targets automatically. However, a hero with the appropriate skill can give them orders.

9.5 Hero Actions

Heroes can have two actions per turn and can act before any of their creatures. One action is either the use of an ability from the Spellbook or the use of the Heroic Strike. The other action is the Faction ability.



9.5.1 Spells

To cast a spell, click on the Spellbook button. The Spellbook will open, allowing you to select an ability. Depending on the ability you activate, three events may occur:

The ability does not require a target and is activated automatically.

You need to specify a target creature, hostile or friendly.

You have to specify a target location. The targeted square(s) and creature(s) will be highlighted.

9.5.2 Heroic Strike

While Avatars stand on the sidelines of the battlefield, they can target enemy creatures, dealing direct damage. This does not cost any Mana, nor require any ability. This attack is available through the Heroic Strike button.

9.5.3 Faction Ability

Faction abilities can be used independently from the Spellbook or Heroic Strikes, but still only once per combat turn. Each faction has different Faction abilities.

As the battle goes on, the gauge for the Faction ability fills up at certain events depending on the faction of the hero. The Faction ability becomes active when the gauge fills up and the level 1 Faction ability can be used. You can consider waiting and filling up the gauge a second, third, or fourth time resulting in more and more powerful versions of the Faction ability. When it is used, the gauge depletes.

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